

Our worlds, and welcome to them

*Your adventures have just begun. There, up ahead,
lies the dynamic realism of Infocom's prose universe.
Our worlds await you.*

The realistic difference between Infocom's worlds and ordinary computer games begins with INTERLOGIC™. As a result of developing this revolutionary programming system, we can incorporate vast amounts of information and faster response time into our creations. Because there's more to see, more to do, and less waiting time between actions, your adventure becomes a strikingly vivid and forward-moving experience. In addition, our system engenders heightened realism by letting you communicate naturally in INTERLOGIC English. You're able to use complete sentences rather than two-word commands, with a greater vocabulary and more command options at your

disposal than you'll find in any game. Enter one of Infocom's worlds, and you're stepping into a world filled with personalities, sensations, and real-time interaction.

But what really sets our worlds apart is the almost fanatical attention to quality and detail that goes into creating them. While the software factories are cranking out arcade game after arcade game, pulpy adventure after trite fantasy, we're writing and rewriting, honing and perfecting. The result is the deft and descriptive Infocom style that brings our worlds to life before your eyes, and sets you and them in motion with situations and problems of the most logical, sophisticated, intriguing nature.

The ZORK™ Trilogy is a case in point. Five years in the making, it is at last complete and ready to be explored in all its many-splendored aspects. But before you venture downward, beware. Those who live to tell the tale of ZORK's mysteries speak of becoming immersed in a dimension where the extraordinary is commonplace and the dangers are as real as any in human experience.

ZORK I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life.

ZORK II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

ZORK III: The Dungeon Master is the final test of your courage and wisdom. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

And now Infocom's worlds are accessible to more adventures for Apple®, Atari®, IBM, TRS-80®, Commodore, NEC, Osborne, can take on an Infocom adventure at the slip of a disk.

Welcome to the worlds of Infocom. As our universe expands DEADLINE and STARCROSS. Till then, they'll continue to sta

DEADLINE™, the first great mystery of the computer age, initiates you into the genre of real-life adventure. When you take on DEADLINE, you're not just pitting yourself against a 12-hour time limit to solve one of the cleverest and most baffling cases in the annals of criminology. You're encountering a totally original concept in interactivensness that literally puts the case in your hands. Working from an actual dossier on the crime and piecing together the myriad clues along the trail, you face a challenge so sophisticated that your suspects possess independent, flesh-and-blood personalities. And some of those personalities are so treacherous that, should you make the wrong move, one of them may do you in.

STARCROSS™, Infocom's mindbending science fiction first, launches you headlong into the year 2186 and the depths of space. And not without good reason, for you are destined at that point in time to rendezvous with a gargantuan starship from the outer fringes of our galaxy. Upon docking with the strange craft, you must succeed in gaining entry to its mysterious interior. Once within, you will explore as startling, complex and engaging a world as any in Infocom's universe, and come face to face with other-worldly beings both helpful and harmful. But the great starship serves a far greater purpose than mere cultural exchange. It conveys a challenge that was issued eons ago, from lightyears away—and only you can meet it.

urers than ever before, because we've made them available CP/M®, and DEC™. Which means that today almost everyone

ds, new Infocom creations will join the ZORK Trilogy, and alone as the best of all possible worlds.

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